

# The Inclusive Design Guide

<https://guide.inclusivedesign.ca/>

## Goal

Floe:

- create an engaging "way in" to the Inclusive Learning Design Handbook
- provide a starting point from which users interested in learning how to do inclusive design can dive deeper
- create an easier-to-consume, concise and engaging set of guidelines for inclusive design
- provide an example of an OER:
  - by helping to educate a broad audience about the practice of inclusive design
  - by providing practical steps that can be taken to create inclusive resources
  - by introducing common language around inclusive design
  - by developing the cards into an online authoring environment that will allow:
    - navigation and use through digital interaction
    - feedback and contributions from the community
    - alteration of the guidelines for a given context (e. g. by creating and/or printing a subset of the cards, or by "branding" the cards as needed)

From the Prosperity for All DoW:

- Identify good practice guidelines for internal project use as they pertain to business practices, infrastructure design and user experience design for required transactions.
- Outline initial good practice guidelines for external use.

## Who is the Guide for?

- anyone who wants to create inclusive, accessible content, tools, apps, proceses etc
- designers, developers, teachers, students ...

## Research

[Articles and examples of method cards and design guides](#) (wiki page)

## Design

[Design Guide on GPII wiki](#)

[Content Map - High Level](#) (Google drawing)

[Content Map - Detailed](#) (Google drawing)

[Content working doc \(including table summary\)](#) (Google doc)

[Early brainstorming](#) (wiki page)

## Mockups

[Feb 8 2016 Mockups](#) (pdf)

## Meeting Minutes

[August 15/2016, Design Guides and ILDH Restructuring](#)

[August 10/2016, Community Meeting](#)

[April 7/2016, Meeting re: OER context](#)

February 8/2016, Design Crit

January 11/2016, Design Crit

December 21/2015, Design Crit

December 14/2015, Follow-up Meeting

December 2/2015, Initial Brainstorming/Goal Clarification